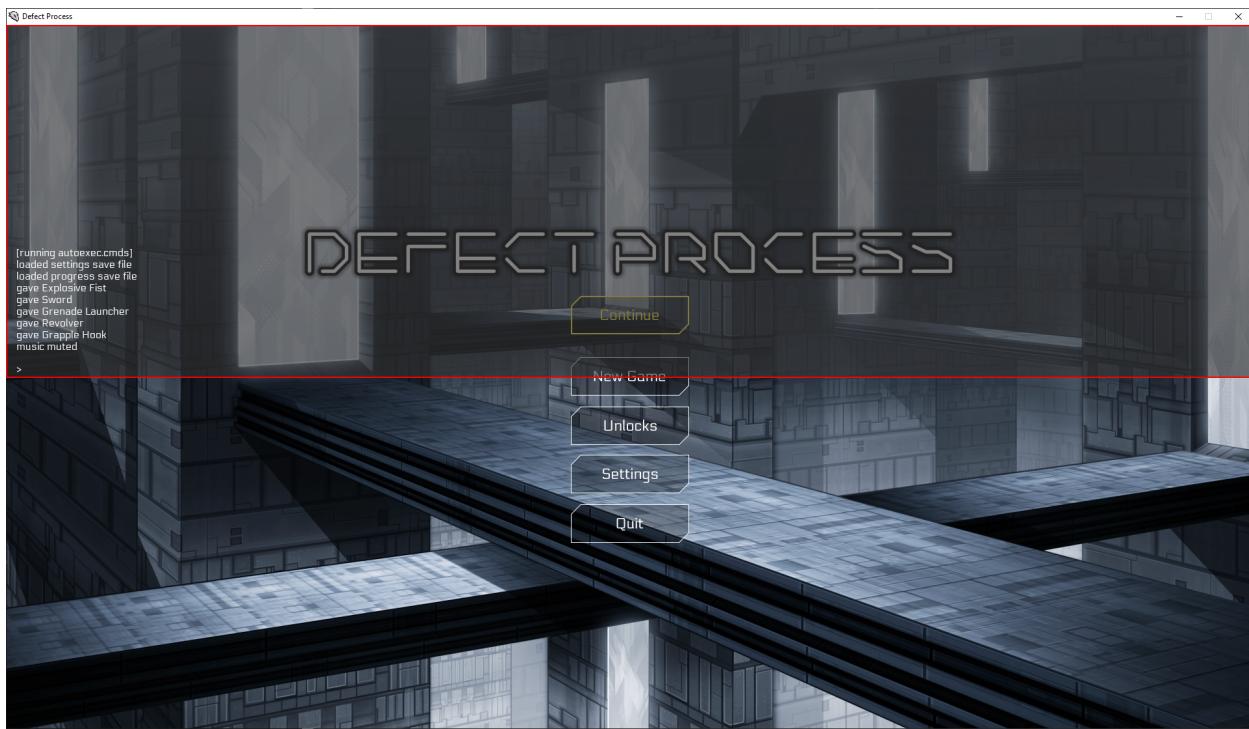


Dev Console Info



- [This data/autoexec file](#) must be present to enable the dev console
- In-game press ~ on your keyboard to bring up the dev console, and press ~ again to close it
- To run commands (see below), type out the specified text and then press Enter on your keyboard
- Press Up/Down on your keyboard to cycle through the command history
- Some commands have aliases (shorter names) for convenience. For example, the `spawn` command has an alias `s`, which means you can type `s axe` instead of the longer `spawn axe`.
- Multiple commands can be run per line when separated by ;. For example, typing out `clear all;give sword;give shotgun` then hitting Enter will run the three commands in order.
- All commands/arguments are not listed here, see [src/Console/Commands.hs](#) for everything

- **give <equipment>**

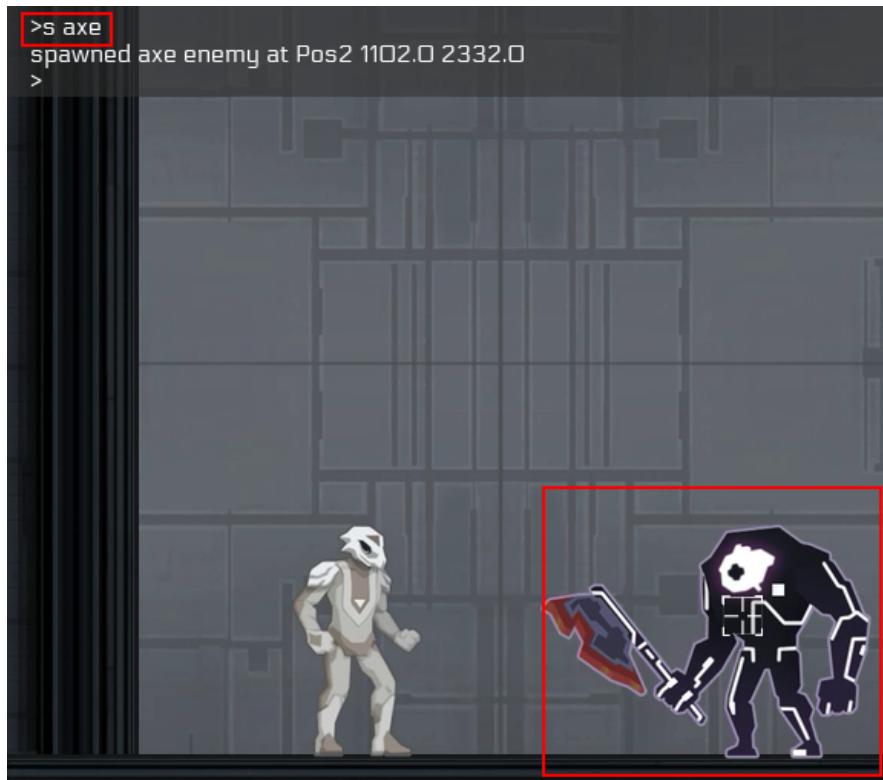
```
>give sword
gave Sword
>give staff
gave Staff
>
```

This command gives the player specific equipment, the <equipment> options are:

- melee weapons:
 - sword
- ranged weapons:
 - revolver
- movement skills:
 - dash

- **spawn <enemy> <x> <y> <behavior>**

[aliases: **s**]



This command spawns a specified enemy into the world.

For <x> <y> this is optional, either:

- leave blank to spawn the enemy at the mouse cursor
- specify an x-y coordinate to spawn the enemy there (e.g. spawn axe 2000 1038)

For <behavior> this is optional:

<enemy>	<behavior> (<i>optional</i>)
axe	onlySlash (only use slash attack) onlyLunge (only use lunge attack)

- **rm <options>**

```
>rm all  
removed all enemies  
>rm  
removed enemies at Pos2 1372.0 2349.0  
>
```



This command removes enemies from the current room. For **<options>** this can either be set to **all** or left blank:

- **rm all** (remove all enemies)
- **rm** (remove the enemy at the mouse cursor)
-

- **room <name>**

```
>room
room changed to: SpecialRoomType "starting-shop"
>
```

This command reloads the current room or loads the given room, with either:

- room (reloads current room and puts the player back at the start, useful for quickly resetting a room back to its default/empty state)
- room <name> (loads the given room, see below)

The options for <name> are:

<i>arena rooms</i>	<i>challenge rooms</i>	<i>special rooms</i>
angled-structures	disappear-climb	starting-shop
aqueduct	disappear-horiz	end-hallway
arches	disappear-section	end
bridge-buildings	fall	
bridge-chasm	horiz-platforms	
cables	move-climb	
city-cliff	move-gap	
city-cliff-alt	speed-rail-cross	
dam	speed-rail-gap	
diagonal-structures	speed-rail-long-jump	
fans	speed-rail-spring	
glass-pane	spring-disappear	
lattice	spring-move	
layered-wall		
middle-structure		
mobile		
monoliths		
suspended-stairs		
walkways		

- **god <target> <0/1>**

```
>god player  
godmode player: off  
>god enemies  
godmode enemies: on
```

This command toggles on/off godmode (invincibility) for the player or enemies. The **<target>** options are:

- player
- enemies

<0/1> is optional and used to specify on/off rather than toggle, e.g.:

- god player 1 (player godmode on)
- god enemies 0 (enemies godmode off)

Note that both the player and enemies will still take damage when in godmode, but won't die.

- **warpOut**

```
>warpOut  
player warping out  
>
```

This command triggers the game win state, which puts the player in the warp out animation.

- **hurt <damage>**

```
>hurt 50  
hurt player, hp now: 50 / 100  
>
```

This command directly hurts the player's health by the given **<damage>** amount. Notes:

- If the player health drops to 0 or below it will trigger the player death/gameover state, unless [player godmode](#) is on

- The <damage> value can be negative to heal the player instead (e.g. hurt -20)

- **teleport <x> <y>**

[aliases: t]

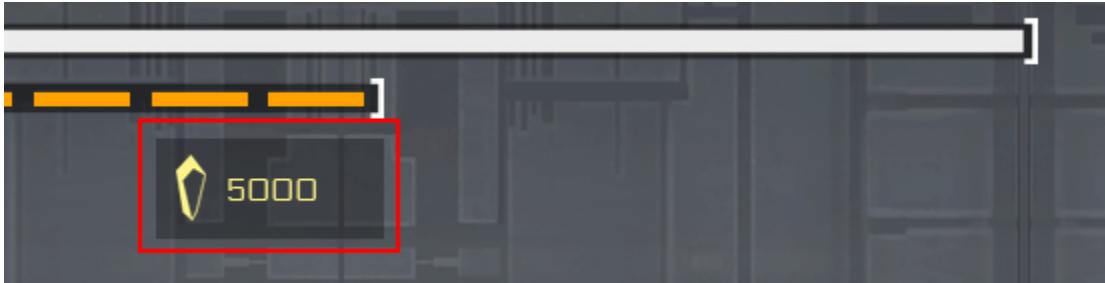


This command teleports the player to either the mouse cursor position or the specified <x> <y> coordinate, e.g.:

- teleport (teleport player to mouse cursor position)
- teleport 1687 1037 (teleport player to (1687, 1037) x-y coordinate)

- **gold <amount>**

```
>gold 5000  
gold set to 5000  
>
```



This command sets the player's gold (in-game currency) to the given <amount>. The amount of gold is saved as unlocks credits (for the unlocks menu screen) when an in-game run ends, either naturally or through the [hurt/warpOut](#) commands.

- **clear <equipment>**

```
>clear weapons  
cleared player weapons  
>clear guns  
cleared player guns  
>clear movementSkill  
cleared player movement skill  
>
```

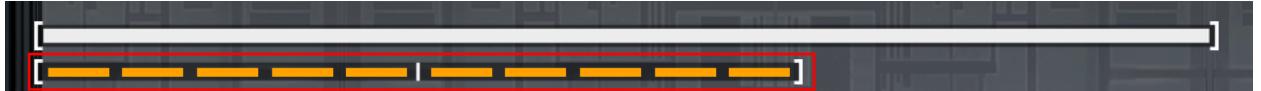


This command clears out the specified equipment slot from the player. The <equipment> options are:

- weapons
- guns
- movementSkill
- all

- **infMeter <0/1>**

```
>infMeter  
enabling infinite meter  
>
```



This command turns on/off infinite meter for the player, e.g.:

- infMeter (toggle on/off)
- infMeter 0 (turn off)
- infMeter 1 (turn on)

- **ai <0/1>**

```
>ai  
disabling enemy AI  
>
```

This command toggles on/off enemy AI. When this is off enemies won't actively move around or attack the player:

- ai (toggle on/off)
- ai 0 (turn off)
- ai 1 (turn on)

- **enemiesDamageMultiplier <multiplier>**

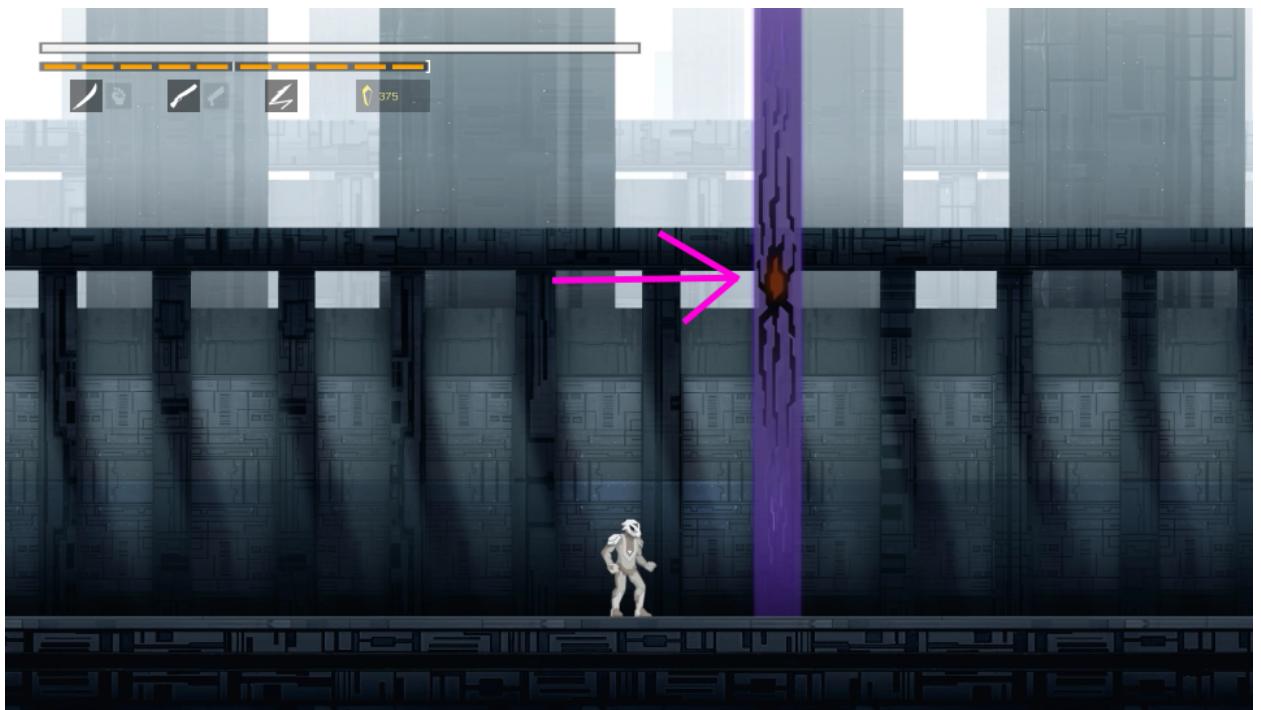
[aliases: **enDamageMult**]

```
>enDamageMult 9  
enemies damage multiplier set to: 9  
>
```

This command adjusts how much damage enemies receive from player attacks, e.g.:

- enDamageMult 9 (enemies take 9x damage)
- enDamageMult 1 (enemies take 1x damage)
- enDamageMult 0.5 (enemies take 0.5x damage)

- arenaTrigger <0/1>

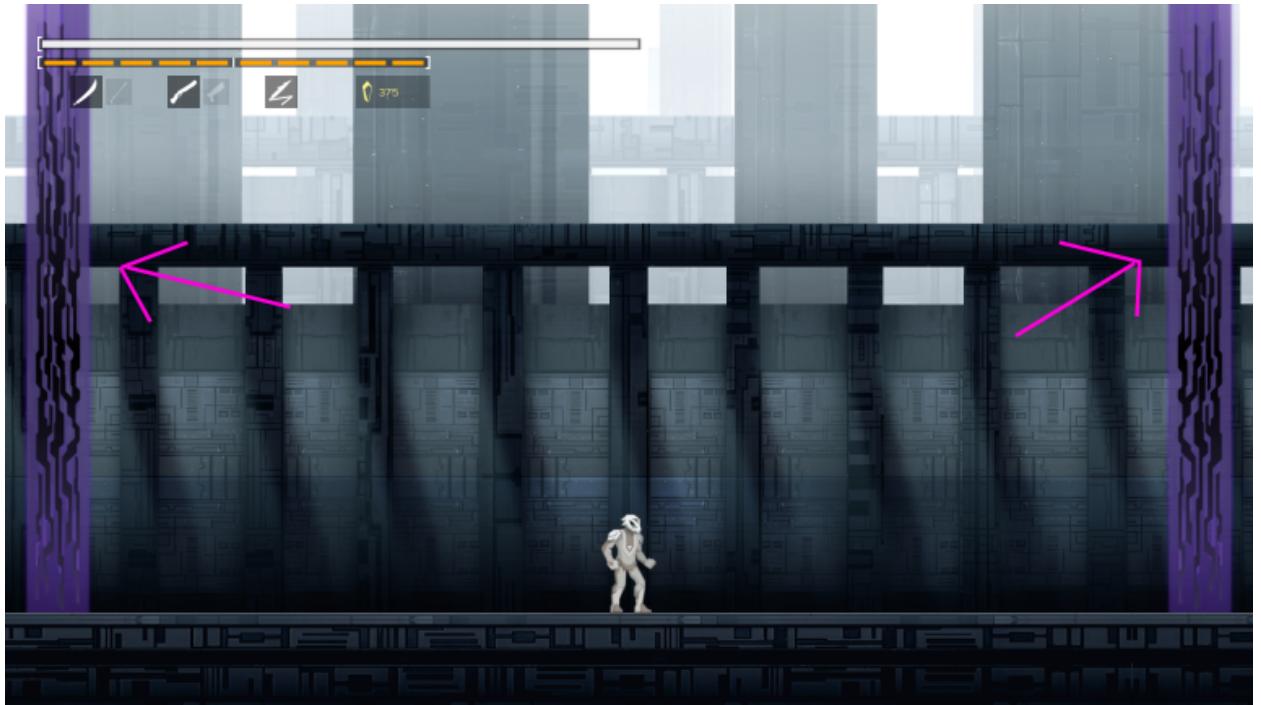


This command toggles disabling the visible trigger in arena rooms that when touched causes the arena to raise and enemies to spawn:

- arenaTrigger (toggle disable/enable)
- arenaTrigger 0 (disable)
- arenaTrigger 1 (enable)

- arena <up/down> <size>

```
>arena up
raising arena walls up
>arena down
lowering arena walls down
>
```



This command raises/lowers the arena walls present in [arena rooms](#). Enemy waves won't spawn in automatically unlike normal gameplay. The up/down options are:

- up (raise arena walls)
- down (lower arena walls)

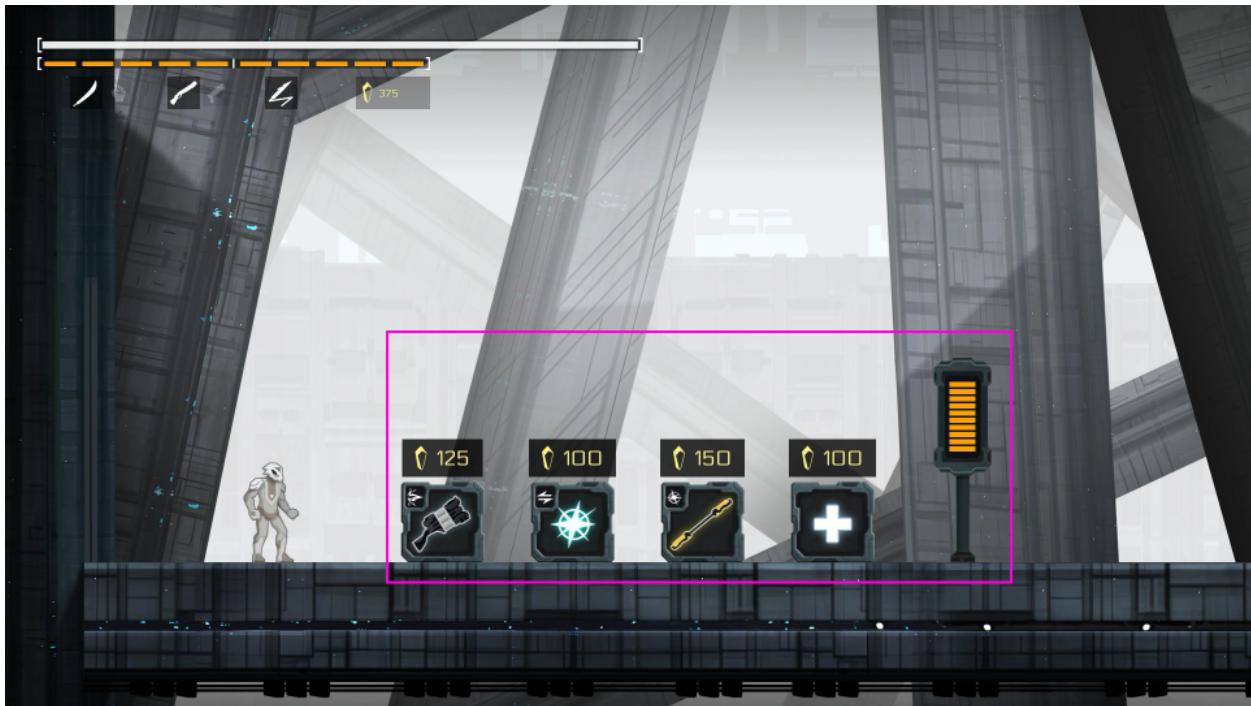
<size> is optional and only used with arena up, it specifies how far apart the arena walls are. The options are:

- 0 (smallest arena size)
- 1 (medium-small arena size)
- 2 (medium-large arena size)
- 3 (large arena size)

Examples:

- arena up (raise arena walls at default size)
- arena up 3 (raise arena walls at large size)
- arena down (lower arena walls)

- **shop <up/down>**



This command raises/lowers the shop that can appear in [transition rooms](#). The up/down options are:

- up (raise shop)
- down (lower shop)

- **hide <target> <0/1>**

This command hides showing various parts of the game. The <target> options are:

- hud (the healthbar/meter/equipment/gold info UI at top-left)
- targeting (the lock-on targeting overlay on enemies)
- cursor (the in-game cursor)
- player (the player)

Examples:

- hide hud (toggle hiding the top-left UI)
- hide player 1 (hide the player)
- hide targeting 0 (show the targeting UI)

- **direction <left/right>**

This command sets the direction the player is currently facing, this is only useful for bind and run scripts (see below):

- direction left (make player face left)
- direction right (make player face right)

- **bind <key> "<cmds>"**

This command binds console commands to the F1-F12 keys or the guide button on controller. This is useful for running simple scripts, e.g.:

- bind F1 "teleport" (press F1 to teleport the player to the cursor position)
- bind F5 "hide hud; hide targeting" (press F5 to toggle on/off showing the HUD and targeting UI)
- bind guide "run script1.txt" (press controller guide button to [run](#) script1.txt)

The <key> options are:

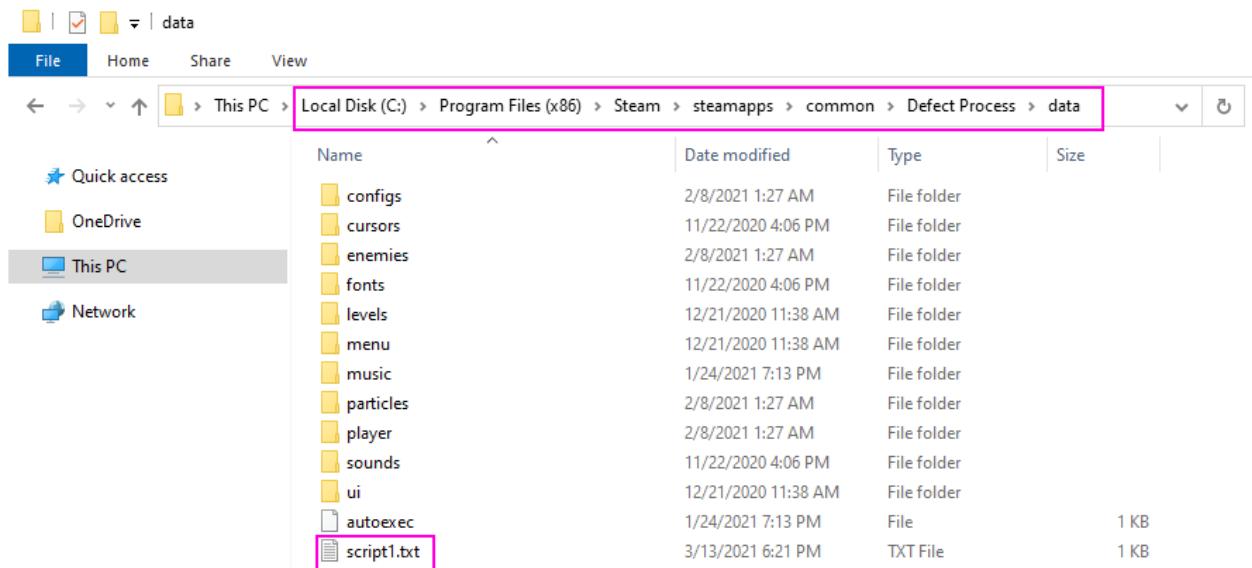
- F1/F2/F3/F4/F5/F6/F7/F8/F9/F10/F11/F12 (F1-F12 keyboard keys)
- guide (controller guide button)

The <cmds> options are any console command, and must be quoted with ". Multiple commands can be specified by separating them with ;. Note that binds do not persist when the game is exited, for saving scripts see the [run](#) command.

- run <script>

This command runs user created scripts from the game's steam data folder. This is useful for saving scripts to run again in the future, or for creating more complex scripts.

For example, if we have a script1.txt file:



Where script1.txt is a normal text file that contains:

```
# load room with arena disabled
arenaTrigger 0
room arches

# set player equipment
clear all
give staff
give grenadeLauncher
give dash

# move player into position
teleport 1687 1037
direction right

# spawn in enemies and disable AI
spawn flail 2245 1038
spawn flying 2483 738
ai 0
```

Then running `run script1.txt` in the dev console will load the arches room and setup the player/enemies as specified. This can be combined with the [bind](#) command e.g. `bind F4 "run script1.txt"` (run script1.txt whenever F4 is pressed).

Notes:

- The script file can have no file extension, be .txt, or anything else. The full file name must be specified in the run command (e.g. `run script1.txt` includes the .txt part)
- The script file name can be anything, but must be quoted with " if it contains spaces (e.g. `run "some script.txt"`)
- Prefix a script line with # to leave a comment, it won't be treated as a command
- Script files can be edited or created while the game is running, the most recent saved version will be run
- Naming a script file `autoexec` (no file extension) makes it automatically run when the game is started. This can be used to e.g. hide the UI by default, make the player invincible by default, or bind various commands/scripts to F1-F12.